

Nintendo

GAME BOY COLOR

DAFFY DUCK™

DMG-AD7E-USA

"FOWL PLAY"



SUNSOFT



INSTRUCTION
BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

EVERYONE
ANIMATED VIOLENCE

SUNSOFT®

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

CONTENTS



GAME OVERVIEW	4
GAME PLAY DIRECTIONS	5
HOW TO START THE GAME	6
GAME PLAY SCREEN	7
USING A WEAPON	8
MISTAKES AND GAME OVER	10
LEVEL 1 & 2	11
LEVEL 3 & 4	12
LEVEL 5 & 6	13
ITEMS	14
ENEMIES	15
BONUS GAME & DASHING IN AIR	16
DASHING IN AIR	17
DAFFY DUCK	18

GAME OVERVIEW

Daffy Duck would love to be rich and famous.

He's already famous – for being a blunderer.

Now all he has to do is figure out how to make some money.

One day, Daffy Duck got the idea of going treasure hunting to make money.

So he set out in search of treasure.

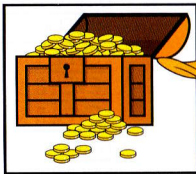
Daffy Duck must collect treasure boxes full of treasure to become rich.

But Daffy Duck is a great blunderer.

You must help him become rich by moving

him around and making him do things.

At the end of each level, a treasure box appears. When Daffy Duck gets the treasure box, he can go on to the next level.



GAME PLAY DIRECTIONS

CONTROL PAD

Up: If you use a smoke bomb while pressing Up, you can throw it right above you.

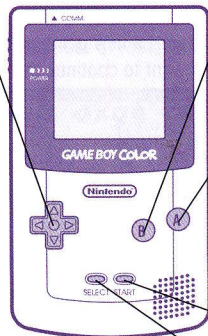
Down: Sit down.
If you press Down in front of a hidden room, you can enter it.
If you press the B Button while pressing Down, you can leave the bomb at your feet.

Right: Move right.
You may press Right to push an enemy or a box.

Left: Move left.
You may press Left to push an enemy or a box.

Right/Left Down
Walk in a crouch.

RESET: A and B Buttons
+Start+Select



B BUTTON

-Press the B Button to activate a smoke bomb, and release the B Button to throw it.
For details, see Chapter 5 Using a Weapon.
-Cancel the selection.

A BUTTON

-Jump. The longer you press, the higher you can jump.
-You can swim if you press the A Button when in water.
-Pressing the A Button during a "bonus game" stops the game.
-Press to select a choice.

START

-Start or pause the game

SELECT

-Not used



HOW TO START THE GAME



When you turn on the power, the title screen appears.

If you want to start a new game, select "NEW GAME". If you want to continue the game, select "PASSWORD".



Use the Control Pad Up and Down to select an option, and press START. If you select "PASSWORD", then the Password Entry screen appears.

Use the Control Pad to move the cursor to the desired letter or number and press the A Button to select it.

If you want to correct a letter or number, press the B Button, and the cursor will go

backward and erase the previous one.

A password is given when you have cleared a level or when the game is over.

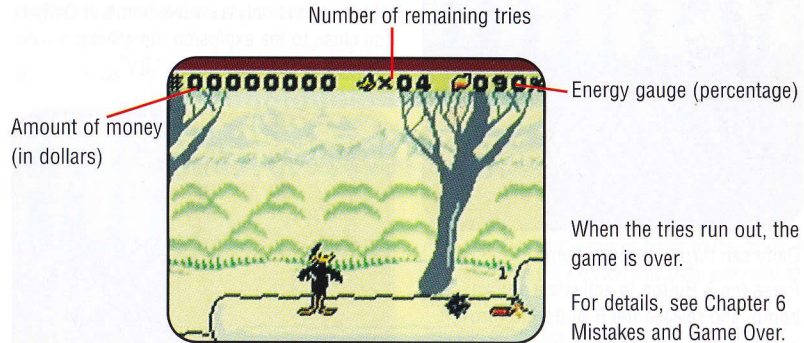
Write it down so you remember it.

Note: *The amount of money and the "Remaining Tries" are not carried over when you start a new level using the password.*

GAME PLAY SCREEN



The window at the top of the screen shows you the following items:



When the tries run out, the game is over.

For details, see Chapter 6 Mistakes and Game Over.

USING A WEAPON



Daffy can throw a smoke bomb.
Press the B Button to activate a smoke bomb, and release the B Button to throw it.
A bomb always explodes at the count of three after it has been activated.

Once activated, the timer begins to count down from "3" to "0". At "0" it explodes. Although it is only a smoke bomb, if Daffy is too close to the explosion, he will be covered in soot and lose a "Try".



USING A WEAPON

Advice

In many cases, you might have some problems throwing the smoke bomb at an enemy or an obstacle near you.

In such a case, try pressing the B Button longer.



If you hold on to the smoke bomb to the count of "1", though, it will explode and Daffy will need to clean off.

You can adjust the distance of the weapon by controlling how long you press the B Button before you release the smoke bomb.

MISTAKES AND GAME OVER

The "Remaining Tries" decrease by one try each time you are attacked by an enemy or when you touch a trap or when you run out of energy.

If you make a mistake when the "Remaining Tries" are zero, the game is over.

When the game is over, a password appears. So write it down.

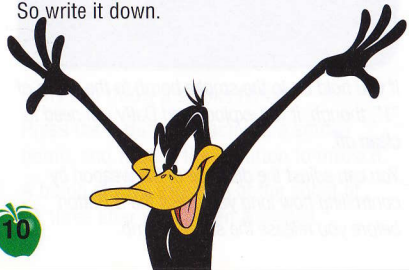
Advice

When Daffy Duck gets hungry, he cannot move.

The energy gauge at the top right shows you how much energy is left.

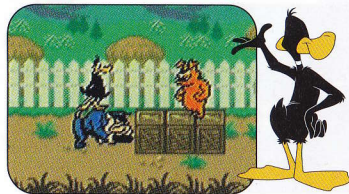
100% means he is in top shape.

When the energy gauge reaches 0%, it is counted as one mistake and you lose a try. So eat some food before the gauge becomes 0%.



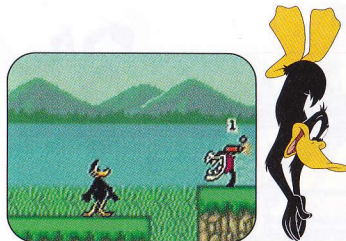
LEVEL 1 Country

It's a rural village. But watch out, peaceful and quiet it is not!!



LEVEL 2 Lakeside

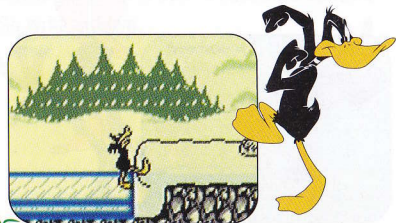
You go along the shore and dive into the lake, then leap off a high, high cliff. This one's a toughy!





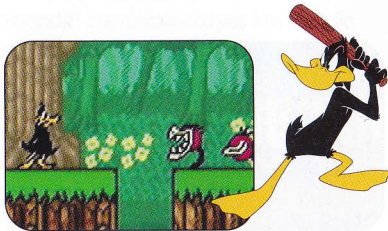
LEVEL 3 Snowy Mountain

It's a freezing snowy mountain. You must go carefully so you don't slip on the icy floor.



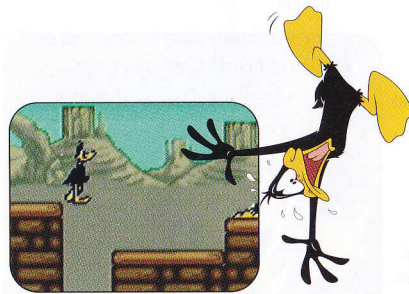
LEVEL 4 Forest

It's a forest. Yikes there are lots of scary enemies here. Oh no, I hate spiders!



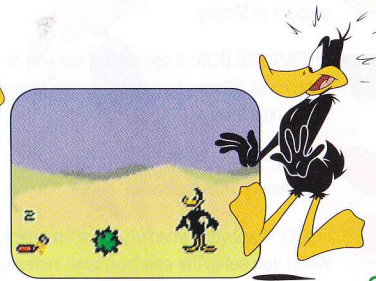
LEVEL 5 Plateau

It's a plateau like the Grand Canyon. Be careful not to fall down. Ouch! Those scorpions certainly have a sting in their tails!



LEVEL 6 Desert

It's a sunbaked desert. When you go farther, you will find ancient ruins. Be careful of traps.



ITEMS



BAG OF DOLLARS: It's worth \$10,000. If you collect a lot of them, your "Remaining Tries" increase.



COIN: Sometimes coins will appear when you beat an enemy. This will increase your amount of Money.



TREASURE BOX: It appears at the end of each level. When you get it, you can proceed to the next level.



HEART: When you get a heart icon, your "Remaining Tries" increase.



FOOD: It appears when you beat an enemy. When you eat it, the energy gauge increases.

Advice

When Daffy Duck is attacked by an enemy, a heart icon appears. If Daffy can grab the icon, his "Remaining Tries" will increase by one.

There are many ways to make money. Try them all to make Daffy Duck rich.

ENEMIES

Generally you can jump on an enemy or push it out.

Be careful, because if you are attacked by an enemy you lose a try.



Watch an object carefully. If you touch a spiky object or an object that looks dangerous, you lose a try.



BONUS GAMES AND DASHING IN AIR

Each time you clear a level, you enter a bonus game.

The bonus game is a picture matching game. It is a bonus for successfully clearing a level.

If you can match pictures of Daffy Duck, your "Remaining Tries" increase.

Dashing in Air

The game has "pitfalls". If you fall off into a pitfall, you lose a try.

Daffy Duck can walk in air over a pitfall, although only for a short period of time.

While walking in air, you can also jump by

pressing the A Button.

In addition to walking in air, you can also dash in air as follows:



DASHING IN AIR

You can walk in air for a short period of time.

If you keep pressing the Control Pad in the opposite direction you are walking, then ...



Daffy Duck starts dashing.

At this moment, if you press the A Button, you can jump higher than usual.



Advice

While dashing in air, if you bump into a wall, you lose a try.

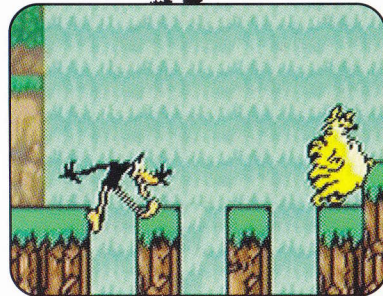
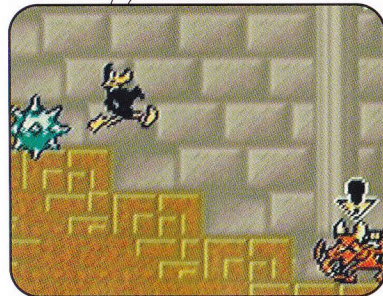


DAFFY DUCK

Daffy Duck will encounter many obstacles.
Overcome them in the way Daffy does —
With Attitude!!



DAFFY DUCK



Sunsoft Limited Warranty

Sunsoft warrants to the original purchaser of this Sunsoft software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Sunsoft software program is sold "as is" without express or implied warranty of any kind, and Sunsoft is not liable for any losses or damages of any kind resulting from use of this program. Sunsoft agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Sunsoft software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Sunsoft software product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SUNSOFT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SUNSOFT BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SUNSOFT SOFTWARE PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

SUNSOFT, USA, 3151 Airway Avenue, Suite F-109, Costa Mesa, CA 92626
Tel : (714) 850-2700, Web : www.sunsoft-games.com

*"That's all Folks!"*TM

SUNSOFT[®]

Sunsoft USA

3151 Airway Avenue, Suite F-109
Costa Mesa, CA 92626

Tel : (714) 850-2700, Fax : (714) 850-2710

Web : www.sunsoft-games.com



LOONEY TUNES, characters, names and all related indicia are trademarks of Warner Bros. © 1999.

© 1999 Sunsoft Sunsoft is a registered trademark of Sun Corporation.

PRINTED IN JAPAN